



JOB DESCRIPTION

Pixel Character Artist

Role Introduction

Kinali Works is looking for an experienced and passionate Pixel Character Artist for our inaugural project: an original console pixel-HD action RPG game. The Pixel Character Artist is responsible for creating Character and Creature Pixel Art assets. You will work closely with the rest of the art team, art leadership, design and engineering to develop high quality art and engaging features. This role is an individual contributor position and you will report to Art Leadership. We are excited to have you join us on our inaugural project that will be released on multiple console platforms. Kinali is a remote work first studio.

Job Description

As Kinali is a newly formed organization, we are looking for individuals with a strong artistic skill set who excel at driving artistic implementation and artistic ownership. This is a fantastic opportunity for the candidate to gain experience in pixel character and creature art creation and strongly influence the artistic process and practices of Kinali Studios. The role is an individual contributor and the expectation is the candidate will be creating pixel content, integrating pixel art in-game and addressing feedback. There will be opportunities to drive artistic feature ownership and write artistic documentation. Our Pixel Art Tool is Aseprite so knowledge and experience with Aseprite would be a definite asset. We are utilizing Unreal Engine 5 for our game, therefore having knowledge and experience with the key industry game engines like Unreal and Unity would be fantastic.

Experience

The best fit applicant should have a minimum of 3 years of experience working as a Pixel Character Artist in the video game or multimedia industry. Ideally you have shipped a few games across different platforms through the whole life cycle of the game development process. A relevant academic background in art as well as previous experience with Unreal and Aseprite would be a great addition. Kinali is seeking folks who are seeking growth in Pixel

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Character and Creature art creation in video games. Candidates should have experience with artistic ownership and should enjoy collaboration with stakeholders to create innovative and engaging experiences.

Role and responsibilities

Responsible for pixel art character and creature creation.

Collaborate with Product, Project, Art and QA to create robust and artistic video game features and systems.

Individual contributor who excels at pixel art development and ownership.

Experienced artist who is able to drive and own artist creation and integration, feature development, and artistic documentation.

Manage and communicate risks and concerns and champion creative and artistic quality.

Skills

Experience with the Unreal 4/5 engine preferably. Unity and other engines accepted.

Experience working on 2D or 2D/3D hybrid pixel games.

Strong pixel artist experience with pixel character and creature creation.

Experience shipping multiple titles across varied platforms.

Educational background in art and or design.

Knowledgeable in design, art and pixel art creation tools especially Asperite and Photoshop.

Excellent communication and collaboration techniques.

About Kinali

Kinali is a newly formed video game publishing company focused on publishing innovative console adventures. Kinali is currently working on its inaugural project: a new and compelling RPG franchise that pays homage to classic games while introducing something fresh and exciting. We strive to create engaging and profound stories that become new classics for all generations of gamers. Kinali encourages a gaming community that is diverse, equitable and inclusive.

Kinali is a remote work first studio. We have a communicative, collaborative and welcoming culture that promotes creativity, great ideas and continuous improvement. We are allies in diversity, equity and inclusion.

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Additional Information

Type: Permanent Full time

Location: Remote First

Experience: Intermediate Level

Areas: Art

Industries: Video Games

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